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THE REAL

GH~~O~~ STBUSTERS™

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Issue twenty-two of **The Real Ghostbusters** knows no limits! Not even time can restrain the phantasmal four when Egon invents a machine that can transport material objects from one dimension to another in **Back to the Slimer!** The odd inanimate object causes no problems but, when Peter steps a little too close, who knows where he'll end up and, more to the point, what damage he'll do? Ghostbusters' HQ is the scene of more chaos when Janine's cousin Maxwald comes to stay in **A Little Devil Sitting** and makes it quite clear that he's no cherub. However, it's a well known fact that children can be cruel and this is certainly true of the **Ecto-baby**, a pint-sized spook that manages to bring the 'busters down to its own level, only to find that Ghostbusting really is child's play!

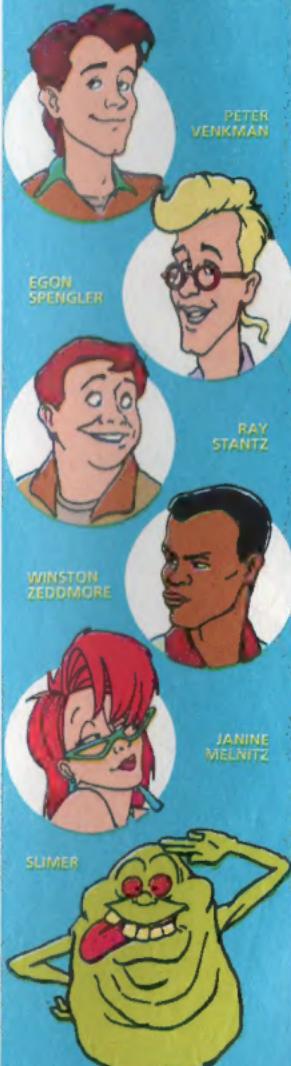
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THE REAL GHOST BUSTERS



THE REAL GHOSTBUSTERS™

BACK TO THE SLIMER!

HOSTBUSTERS HQ...

EGON, YOU KNOW I
DON'T LIKE HELPING
YOU WITH THESE
EXPERIMENTS...
IT'S UNNATURAL!



...INSIDE EGON'S LABORATORY...

I MEAN... WHAT IS
THIS THING?... IT
LOOKS LIKE YOU'RE
TURNING YOUR LAB
INTO A SCRAP
YARD!

JUST TRUST
ME, PETER!



TRUST YOU, EGON!... WHY?

BECAUSE, PETER...
ALONG WITH ME, YOU
WILL BE THE FIRST
PERSON TO WITNESS
TIME TRAVEL!

OH BOY!
CLIK!



JUST ONE LAST ADJUSTMENT TO
THE LITHIUM ACCELERATOR, AND
THE ORANGE WILL BE TRANSPORTED
FIVE MINUTES INTO THE FUTURE!



HERE GOES... PETER!
LOOK OUT!



EGON... WHERE'S
PETER?



I'M AFRAID PETER HAS
BEEN ACCIDENTALLY
TRANSPORTED SOMEWHERE
BY MY MACHINE, RAY!

YOU MEAN
HE'S LOST
IN SPACE?!

IT'S WORSE
...HE'S LOST
IN TIME!...
AND SPACE!



AND SO... SOMEWHERE,
BACK IN TIME...



... SO LET IT BE KNOWN, THAT KING REMILS'S THREE HUNDREDTH JESTER IS NO MORE... BEHEADED! ... AND I, BY ROYAL DECREE, AM AUTHORISED TO FIND A FOOL TO TAKE HIS PLACE... HAVE WE ANY VOLUNTEERS?

OUCH!... MY HEAD... EGON???... WHERE AM I?

YOU'RE A BIT EAGER, SQUIRE... I JUST HOPE FOR YOUR SAKE, YOUR JOKES AREN'T AS BAD AS YOUR THUMBLING GUARDS!.. TAKE THIS ROYAL FOOL TO THE CASTLE!



HEY PUT ME DOWN, YOU JERKS!... I'M NOT EVEN A JESTER... I DON'T WANT TO GO TO THIS FANCY DRESS PARTY... LET GO...



AND SO...

SO PEASANT... IF YOU ARE NOT A JESTER AS YOU CLAIM... WHY DO YOU WEAR A FOOL'S CLOTHES?

OKAY, EGON, YOU CAN COME OUT NOW... NICE GAG... YOU WIN!



HEY!.. DON'T I KNOW YOU FROM SOMEWHERE?



SILENCE... YOU ARE MY FOOL... AND I ASK THE QUESTIONS! WHERE DO YOU COME FROM? ... I WANT TO HEAR A FUNNY STORY!

OH, NO... THE TIME MACHINE!

BOY, HAVE I GOT A FUNNY STORY FOR YOU!



MEANWHILE... IN
THE PRESENT.

HAVE YOU
FOUND OUT
WHERE PETER
IS YET,
EGON?

YES, RAY... FORTUNATELY THE
COMPUTER MONITORED HIS
DISAPPEARANCE, AND I WAS
ABLE TO PLOT HIS TIME TRAVEL
ON THE CONTINUUMS GRID
CO-ORDINATES.

ARE YOU SAYING THAT
WE KNOW WHERE HE IS?

YES, WINSTON... HE'S IN A
SIMILAR DIMENSION TO OUR
OWN... BUT FIVE HUNDRED
YEARS IN THE PAST!

SO LET'S GO GET
HIM!... WHAT ARE WE
WAITING FOR?

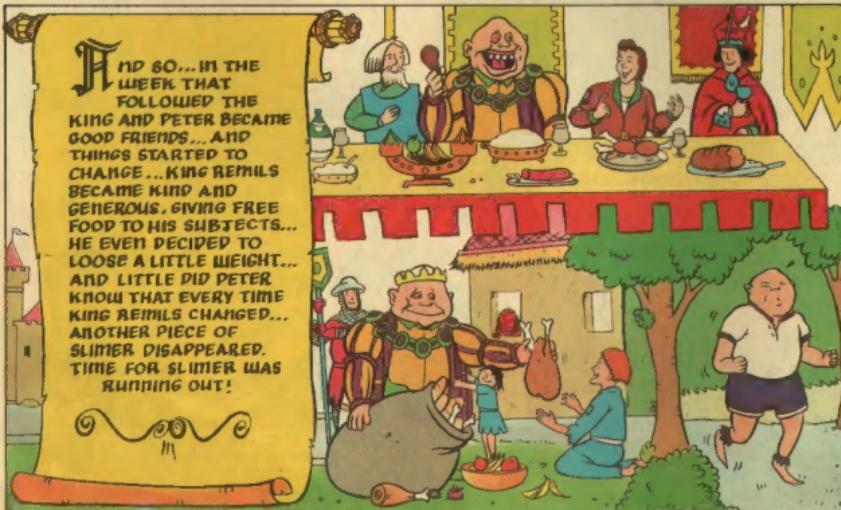


BACK IN
THE PAST...

HA HA HA HA... YOUR TALE IS INDEED FUNNY... HA HA HA... COME, PETER THE PEASANT... TELL ME MORE ABOUT THAT GREEN GHOST OF YOURS... HE SOUNDS ANFUL... HA HA HA!

HIS NAME IS SLIMER
... HE'S FAT AND SLIMY...
a bit like you...

HA HA... AH, YES... BRILLIANT... SPLENDID STORY, I HAVEN'T LAUGHED SO MUCH IN AGES... TONIGHT YOU SHALL BE MY GUEST OF HONOUR AT THE ROYAL BANQUET!



BACK IN THE PRESENT - A WEEK HAS PASSED...

OKAY, WE'RE
READY TO
GO!

KEEP YOUR
FINGERS
CROSSED!

GOOD
LUCK!

I HOPE THEY GET THERE IN
TIME... I MEAN GOOD TIME!



ACCORDING TO MY CALCULATIONS, THE PERSON MUST LIKE YOU, BE SWEATY, AND HAVE AN ENORMOUS APPETITE!

OH YOU MUST MEAN KING REMILS... YOU'LL HAVE TO MEET HIM, HE'S QUITE A CHARACTER... HE...



PETER, IF I TOLD YOU THAT THE ACCIDENT WITH THE TIME MACHINE SENT YOU BACK IN TIME... AND THAT YOU'VE MET SOMEONE THAT YOU ALREADY KNOW IN THE FUTURE... WHAT WOULD THIS TELL YOU?

OH, NO!... IT CAN'T BE...



REMILS... BACKWARDS... SLIMER... SLIMER... AGHHH, I'VE GOTTA GET OUTTA HERE... OH, NO... I THOUGHT HE LOOKED FAMILIAR... THIS CAN'T BE HAPPENING TO ME!



AH, PETER... THERE YOU ARE... OH, DON'T TELL ME YOU'VE CALLED YOUR FELLOW JESTERS OVER, JUST TO SEE ME!... OH HOW WONDERFUL... AND THEY'VE BROUGHT ALONG THEIR OWN BOX OF TRICKS!



IT'S GOING TO BE A WONDERFUL BANQUET WITH YOU ALL HERE... OH, WHAT'S THIS FOR?!



WE TOUCHED IT!

IT LOOKS LIKE ALL HIS INCARNATIONS ARE GATHERING TOGETHER...

ZIK KKKKK



SPENGLER'S SPIRIT GUIDE



Since H.G. Wells first wrote the possibility of temporal travel in his book *The Time Machine*, mankind has been fascinated by the idea of travelling into the past or the future. The whole subject becomes particularly interesting to the paranormal investigator, when it is concerned with the the sphere of the occult. The side effects of ghostly magic, demon power or the potency of a mystic amulet, may be enough to transport an individual through time, or at the very least give him a glimpse through the mist's of time.

TIME SPOOKS

A particular type of Class-four ghost, related to the Wraith or Revenant, is a beastie that we in the trade call a Time Spook. Time Spooks are similar to Wraiths in that they wish the living to be made aware of the circumstances of their deaths. Where as the Wraith presents a frightening, ghostly enactment of its death, the Time Spook transports the unlucky victim back in time to witness the actual event. This has led to a few problems for the more blasé Ghostbusters around.

PART 22

Many have taken the recommended anti-Wraith course of action when mistaking it for a Revenant, and turned their backs and walked away, believing that as usual the Wraith will get bored by the lack of attention and vanish. However, the unfortunate hunters have then found that they have walked off into a particularly real and unchanging Normandy Beachhead, or Charge of the Light Brigade.

GHOSTS FROM THE FUTURE

Occasionally, people have reported seeing the ghostly apparitions of either figures of a decidedly futuristic appearance, or indeed, ghosts of individuals who are not yet dead.

This seems to be caused by one of two things:

- The image is a Retro-projected Temporal Mirage—a shadow of something to come, distorted by a high build up of ecto-plasmic activity and projected back into our time (just like a cross-time equivalent of a heat mirage in the desert).
- The image is that of a Time Spook returning to his point of death to show to his next victim. If this looks like being the case, get out of there fast.'

PROBLEMS

It should always be borne in mind, that Time Travel causes terrible problems or paradoxes. Such dire paradoxes as 'if I go back to 1955 and murder my grandfather, will I cease to exist too, and if so, who will then murder my grandfather?' should never be forgotten. Also bear in mind the 'if I go back to last Wednesday and eat the noodles in the fridge, will I go hungry next Tuesday?' paradox, and the dreadful 'if I can make it back in time for last weekend's episode of *Blind Date*, why did I bother to video it to watch later in the first place?' paradox.

SPOT THE DIFFERENCE in HONEY MONSTER'S

FREE INSIDE!
HONEY MONSTER

Snappy Badges

1000
Snappy Watches
To be won

Rules: Badges are awarded by the Honey Monster and his friends. 1. Every week one of 1000 Sugar Puff boxes will contain a badge. 2. Every badge is accompanied by a Snappy Watch. 3. The badge is not transferable. 4. The badge is not transferable. 5. The badge is not transferable. 6. The badge is not transferable. 7. The badge is not transferable. 8. The badge is not transferable. 9. The badge is not transferable. 10. The badge is not transferable. 11. The badge is not transferable. 12. The badge is not transferable. 13. The badge is not transferable. 14. The badge is not transferable. 15. The badge is not transferable. 16. The badge is not transferable. 17. The badge is not transferable. 18. The badge is not transferable. 19. The badge is not transferable. 20. The badge is not transferable. 21. The badge is not transferable. 22. The badge is not transferable. 23. The badge is not transferable. 24. The badge is not transferable. 25. The badge is not transferable. 26. The badge is not transferable. 27. The badge is not transferable. 28. The badge is not transferable. 29. The badge is not transferable. 30. The badge is not transferable. 31. The badge is not transferable. 32. The badge is not transferable. 33. The badge is not transferable. 34. The badge is not transferable. 35. The badge is not transferable. 36. The badge is not transferable. 37. The badge is not transferable. 38. The badge is not transferable. 39. The badge is not transferable. 40. The badge is not transferable. 41. The badge is not transferable. 42. The badge is not transferable. 43. The badge is not transferable. 44. The badge is not transferable. 45. The badge is not transferable. 46. The badge is not transferable. 47. The badge is not transferable. 48. The badge is not transferable. 49. The badge is not transferable. 50. The badge is not transferable. 51. The badge is not transferable. 52. The badge is not transferable. 53. The badge is not transferable. 54. The badge is not transferable. 55. The badge is not transferable. 56. The badge is not transferable. 57. The badge is not transferable. 58. The badge is not transferable. 59. The badge is not transferable. 60. The badge is not transferable. 61. The badge is not transferable. 62. The badge is not transferable. 63. The badge is not transferable. 64. The badge is not transferable. 65. The badge is not transferable. 66. The badge is not transferable. 67. The badge is not transferable. 68. The badge is not transferable. 69. The badge is not transferable. 70. The badge is not transferable. 71. The badge is not transferable. 72. The badge is not transferable. 73. The badge is not transferable. 74. The badge is not transferable. 75. The badge is not transferable. 76. The badge is not transferable. 77. The badge is not transferable. 78. The badge is not transferable. 79. The badge is not transferable. 80. The badge is not transferable. 81. The badge is not transferable. 82. The badge is not transferable. 83. The badge is not transferable. 84. The badge is not transferable. 85. The badge is not transferable. 86. The badge is not transferable. 87. The badge is not transferable. 88. The badge is not transferable. 89. The badge is not transferable. 90. The badge is not transferable. 91. The badge is not transferable. 92. The badge is not transferable. 93. The badge is not transferable. 94. The badge is not transferable. 95. The badge is not transferable. 96. The badge is not transferable. 97. The badge is not transferable. 98. The badge is not transferable. 99. The badge is not transferable. 100. The badge is not transferable.

Entry Form

My Snappy Badge for Honey Monster says (Max 6 words)
I enclose one pack top from a Sugar Puffs Pack now here

Name

Address

Signature of parent or guardian (if under 18)
Send your completed entry form to: Snappy Badge Challenge, Dept. Q 358,
Snowdon Drive, Winterhill, Milton Keynes, MK6 1HQ
to arrive by 31st December 1988

Sugar Puffs

Post Code: GIBSTARS
Promoter: Caster Creek Ltd.
Sponsoring: Bassett, Middlesex

Snappy Badges Challenge

You've seen the Snappy Badges Free with this comic and in the special packs of Sugar Puffs, now you could win one of 1,000 Snappy Watches!

Here's How:

Just circle the 10 differences between the two packs pictured. Then think up an apt or original title for a Snappy Badge for Honey Monster. Send in your entry, along with a pack top from Sugar Puffs to arrive by 31st December 1988

FREE INSIDE.

HONEY MONSTER

Snappy Badges



A LITTLE DEVIL SITTING!



Story ANDREW BRENNER Art BRIAN WILLIAMSON and CAM SMITH

It was a lovely morning as Janine headed towards Ghostbusters' HQ. It was a lovely morning but, not for Janine. She wasn't happy at all. How did she get into this stupid situation?

She dragged her little brat of a cousin by the sticky hand. He was used to it. He had to be dragged everywhere by the hand. It was as if he had made a promise to himself never to be agreeable. If you wanted to go East, he pulled West.

His name was Maxwald but, that was no excuse. He was just an extremely obnoxious little brat and today Janine had to look after him.

Thankfully, Janine's Aunt Lucy and her son Maxwald lived far away and rarely came up to visit. Janine was quite fond of her but, Aunt Lucy did have a blind spot when it came to her horrid little boy.

"Could you look after Maxie for me today, Janine?" she had asked that morning. "I want to go shopping downtown and poor Maxie does so hate going shopping."

Janine had looked down at her cousin. Maxwald gave her a hideous smile which said, "My mother lets me do whatever I want and I'm going to give you hell!"

Janine didn't feel she could say no, so reluctantly she said, "Yes." Aunt Lucy was delighted.

"Now, you will be good for your cousin Janine, today, won't you, Maxie?" she said. "NO!" said Maxwald.

Aunt Lucy just laughed. "He's such a little devil!"

Janine knew it was nearer the truth than her aunt would ever believe, as she slowly dragged the brat back to HQ.

The building was empty when they arrived. The Ghostbusters were still out on a call from the night before. Rounding up those gunge-zombies on the Lower East side must have taken rather longer than they thought. Slimer? He was probably eating breakfast. No doubt somebody's else's breakfast!

Janine waited for the Ghostbusters to return. "Maybe they'll say Maxwald can't stay," she thought hopefully. "He might get in the way or something."

At last, ECTO-1 came rolling in. Maxwald's eyes went wide and then he grinned as if ECTO-1 was his birthday present.

The Ghostbusters were exhausted. Staying up all night can be tiring but, staying up all night fighting gunge-zombies on the Lower East side is exhausting. Winston and Peter stumbled from the car, mumbled something unintelligible and headed in the general direction of their beds. Egon was so tired that he was having trouble getting out of the car and Ray was snoring peacefully behind the steering wheel.

"Hi, Egon," said Janine. "I know it's not usual, but I wondered if my cousin could stay here today. I'm supposed to look after him."

"Sure, Janine," said Egon, still struggling. "That's fine." Egon somehow managed to knock Ray over with his Proton Gun. Ray slumped against the door, which opened, letting him fall out of the car. He snored louder.

"He might get in the way or something," said Janine, hopefully.

"I'm too tired to argue," said Egon, finally managing to get out of the car. "Of course he can stay." Egon placed a heap of steaming ghost traps on the table. "We'll empty these into the containment unit later. First, I have to... go to... sleep."

Somewhere, Ray and Egon managed to get upstairs and into bed. They really had been overdoing it lately. It seemed like they had had to deal with every nightmare ghoul in town! Janine tucked them in, but what about Maxie?

"EEEEEEEEEEEEE!!!!"

The siren on ECTO-1 was incredibly loud. Peter liked to say you could hear it in the next dimension, though Egon always told him that was a ridiculously unscientific thing to say. All the same, it was a loud siren as little Maxwald had just discovered to his great delight.

Janine rushed back downstairs to switch it off. It was enough to wake the dead, let alone four Ghostbusters. She climbed into ECTO-1 and looked for the switch. She found it. It had bubblegum on it!

Maxwald laughed and laughed as an angry Janine went up to check on her sleeping employers.

"Don't you dare move 'til I get back!" she shouted, in a furious whisper. She looked in on the Ghostbusters. Not a sound, apart from Ray's snoring. They were tired all right.

Janine went back downstairs. Maxwald was



just going to have to start behaving. . .

Janine stopped in her tracks. There at the bottom of the stairs was a towering grotesque gunge-zombie! Where did that come from?

As if in answer to Janine's thoughts, little Maxwald waved the steaming trap at her. It was open.

Janine would have liked to strangle her little cousin, but it looked like the gunge-zombie was going to strangle her first. She leaped over the bannister and ran across her desk. Slipping round behind the mauve monster, she made a dash for ECTO-1 and grabbed a Proton Gun. She was glad she'd taken that course on 'Dealing With Crises' at secretarial college.

Janine blasted the zombie. The beam held him suspended.

"Switch the trap on, Maxwald!" she cried. "The red button."

"Why?" asked Maxwald, who was enjoying the show.

"Just do it!!" screamed Janine. "Or I'll be blasting you next!"

Maxwald switched the trap on. The zombie was recaptured. The Ghostbusters slept peacefully on.

Janine had to work hard that day. The Ghostbusters at their busiest had nothing on little Maxwald. He'd even out-slimed Slimer, though how he'd managed to lay his hands on those jars of ecto-plasm she never knew. Didn't Egon keep that stuff locked up?

In desperation, Janine had shut the little brat in the library. "How much trouble can a

little kid get up to with a load of books?" she'd thought. However, when that little kid is Maxwald and the books are Egon's collection on the Black Arts, Alchemy and Supernatural Phenomena, the answer is quite a lot!

All hell broke loose! Maxwald had read out an incantation. Janine watched the demons and spooks dancing around, as the Ghostbusters' beds floated over boiling seas. The undead howled and banshees wailed and there, in the middle of it all, stood Maxwald, clutching Volume III of *The Art of Evil Incantations*.

She fought her way across this bizarre netherworld and somehow managed to find the counter-incantation in the index. Sometimes speed-reading skills can be a matter of life and death.

Everything returned to normal, and after that, Maxwald was somewhat quieter. Janine wasn't quite sure whether he was shaken up by the experience or just couldn't think of anything worse to do.

At last there came a ring on the doorbell. It was Aunt Lucy.

"Hello, Janine," she said. "How was my little Maxie, today?"

Janine took a deep breath, "He was. . .

"Just fine," said a groggy Egon, rubbing his eyes. "No trouble at all."

"YOU were asleep!" snapped Janine, turning to face him.

"I know," said Egon. "The doorbell woke me up." He turned to Maxwald and patted him on the head. "You must come see us again sometime, Maxwald," he said. "Cute kid."



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Please allow 28 days delivery of your first magazine and annual.

THE MIGHTY MARVEL CHECKLIST

TRANSFORMERS 191 Get ready for the most incredible battle of all, as the Pretender, Skullgrin, battles the Transformer, Skullgrin! Confused? Part 2 of **Monstercon From Mars**, by Budiansky, Delbo, and Hunt, has the explanation! Plus, the return of **Action Force** as the back-up strip!

DRAGON'S CLAWS 6 Just who's side is Deller on? With the Claws tracking a vigilante in Canada, the way is clear for N.U.R.S.E.'s soldier to make his move! But first Deller must battle Shrine, an ex-Game team out for his blood! **Craven Idols** is by Furman and Senior.

ACTION FORCE 6 Still on sale, so rush to get hold of a copy! Thrill to **As Thick As Thieves** (the prequel to **ACTION FORCE: THE MOVIE**), by Collins and Smith, and **Killer Instinct**, by Abnett and Hitch. The epic Action Force/Transformers crossover story reaches its fiery conclusion!

FANTASTIC

DEATH'S HEAD 1 At last – the comic everyone's been waiting for! Marvel's merciless robotic bounty-hunter in full colour action every month! Just who is Death's Head? Where did he come from? What drives him? These – and other questions – are answered (sort of), in **Death's Head Revisited**, by Furman, Hitch and Farmer. Buy it, yes?

FIRST ISSUE!

THE REAL GHOSTBUSTERS 22 Join Egon as he goes **Back to the Slimer**, courtesy of Carnell and Elliott, to meet Slimer's past self, the whole group as they have to contend with **Ecto-Baby**, thanks to Watson and Geering, and Janine as she undertakes (no pun intended) **A Little Devil-sitting**, because of Andrew Brenner. Chilling chuckles abound!

ON SALE NOW!

THE REAL GHOSTBUSTERS™









GH~~O~~ST WRITING!



Hi, folks! Your letters are still arriving by the sackful here at Ghostbusters' HQ and you've been asking some pretty brain-stretching questions, but I'm cool and can handle it – another ice pack please, Janine!

Dear Peter . . .

Who cleans your clothes after you've been out on a bust?
– Joanne Wilson, Grays

Well, Joanne, there's a lovely lady called Myra who works in the launderette down the block and we take it in turns to take all the laundry round to her.

I've got some questions for Egon:
1. Why did you wear those totally unscientific clothes at the end of Shock and Roll in issue 7?
2. What food and drink do you like?
3. Where do you get your hair cut?
– Ben Wright, Fife

I passed your letter onto Egon and he gave the following answers: 1. They weren't totally unscientific, they were pretty groovy! 2. Egon likes to drink herbal tea and carrot juice (not in the same glass) because they keep him healthy and, surprise surprise, he's rather fond of dishes that contain mushrooms. 3. ? (I'm not certain that Egon actually visits the hair dressers).

Would you ask Slimer these questions for me:

1. Would you like to be a Real Ghostbuster?
2. Have you got any ghost friends?
3. Have you ever been inside the containment unit?

– Stephen, Bristol

I asked Slimer your questions and here are his answers (translated of course): 1. Yes he would like to be a Ghostbuster, but if I have anything to do with it, it will never happen! 2. Slimer reckons that we're his friends. Okay, so Ray and Winston are real softies, but that gunk-ball is no friend of mine! 3. Yes, Slimer went inside the containment unit in *Trapped*, in issue 2 to save Ray. Shame he didn't stay there because that's where he'll end up permanently if he doesn't stop sliming me!

Do you think Egon is a scientist?
2. Was Mr Stay-Puft hard to bust?
3. Has ECTO-1 ever broken down?
– Lee Dyson, Northumberland

1. I do have my doubts at times. I mean, just look at that hair style! There's no getting away from it, Lee, Egon is a fully trained eccentric scientist! 2. Yep! He sure was a toughie, but then if you're a cool Ghostbuster like me, no spook is too difficult! 3. Sometimes we have a bit of trouble getting it started in the cold, but luckily it's caused us very few problems due to the fact that Ray is such a great mechanic and treats it with tender loving care!

If it's true that you live in New York, why do we have to send our mail to a London address?

– Andrew Benson, North Yorkshire

Do you know how much it costs to mail stuff to us here in the States? I dunno, we try to save you pocket money and you immediately think that there's something strange going on! You English have got such suspicious minds!

What is Ray's teddy called (see issue 13)?
– Richard Fox, Essex

Easy, Richard – Tweedle Dum of course – they go everywhere together!

Has Egon passed his driving test?
– Craig Roberts, Lichfield

Ha Ha Ha! You wouldn't believe it at times would you? He wouldn't be allowed on the road if he hadn't but it does make me wonder what kind of mixed up fool passed him!

SLIME TIME!

Slimer wants your
jokes! Send 'em
to: SLIME TIME
Marvel Comics Ltd
13/15 Arundel Street
London
WC2



How do witches tell the time?
By their witch watches!
— Clive Roberts, Seaham

What did the monster eat after
he'd had his teeth checked?
The dentist!
— Mark Stevens, IOW

How do you join Dracula's fan
club?
*Send in your name and blood
group!*
— Rachel Butler, Sunderland

Why is it so difficult to become
an undertaker?
*Because you have to take stiff
exams!*
— Chris Jones, Port Talbot

What law do ghosts obey?
The law of grave-ity!
— Simon Davison, Dundee

Why is Dracula always nervous?
Because his life is at stake!
— Julian Andrews, Telford

What kind of planes do dragons fly?
Spitfires!
— Mark Cox, Lowestoft

What do you call a witch who
drives really badly?
A road-hag!
— Jamie Collins, Twickenham

What kind of tiles do witches
have in their bathrooms?
Reptiles!
— Colin Scott, Liverpool

What happened to the man
who refused to pay his exorcist's bill?
He was repossessed!
— Zoe Jameson, Carlisle

Why did Dr Frankenstein have
such a good physique?
*Because he was very keen on
body building!*
— Adam Clarke, Grays

Where do ghosts go to learn?
Ghoullege!
— Adam MacDonald, Carlisle

Which space movie did Dracula
star in?
The Vampire Strikes back!
— Kevin MacDonald, Glasgow

Where do undertakers go to
retire?
Gravesend!
— Andrew Seddon, Streatham

Why do vampires drink blood?
*Because ginger beer makes
them burp!*
— Samuel Cross, Norfolk

Why did the monster buy a
sledgehammer?
To burst his spots!
— Carl Jacobs, Hammersmith

How do you congratulate an
abominable snowman?
*Sing 'freeze a jolly good
fellow'!*
— Simon Lynch, Cambridge

Why don't ghosts make good
magicians?
*Because you can see right
through their tricks!*
— Oliver Fisher, Bristol

FULL SPEED...



AHEAD!

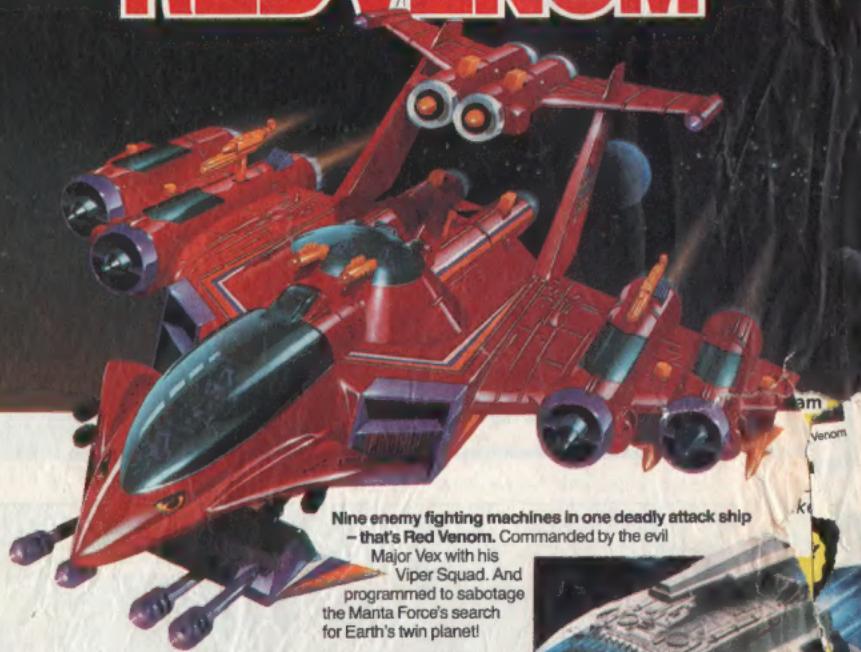


IN JUST **7 DAYS**



In Rose THE MANTA FORCE MISSION
FACES A FIERCE NEW THREAT:

RED VENOM™



Nine enemy fighting machines in one deadly attack ship
— that's Red Venom. Commanded by the evil

Major Vex with his
Viper Squad. And
programmed to sabotage
the Manta Force's search
for Earth's twin planet!



Will The Manta Ship — complete its mission?

This gigantic two-in-one spaceship, with its ten specialised
fighting vehicles has travelled light years from earth. Now, having
hijacked Red Venom, Major Vex is attacking the mission.

Will reinforcements arrive in time?

Red Hawks, Blue Sharks and Yellow Wolves,
complete with fighting vehicles for air, sea or land
are on their way! But watch out! Extra
Viper troops with rockets have
zoomed in
to support
Major Vex.



The battle could go
either way. It's up to you
to take command.



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